PRESCRIBED BY THE DEPARTMENT OF LOCAL GOVERNMENT FINANCE APPROVED BY STATE BOARD OF ACCOUNTS for DeKalb County, 2001 BUDGET ESTIMATE - FINANCIAL STATEMENT - PROPOSED TAX RATE

TAXING UNIT CO			-	
	NET ASSESSED VALUATION form is to be prepared for each fund that requires either a tax rate of an appropriation) TO BE PUBLISHED)			
	AMOUNT USED TO			CONTROL BOARD
FUNDS REQUIRED FOR EXPENSES TO DECEMBER 31st OF INCOMING YEAR:	COMPUTE PUBLISHED BUDGET	APPROPRIATING BODY	TAX ADJUSTMENT BOARD	AND DLGF FINAL ACTION
Total budget estimate for incoming year	205021	200.	20/11/2	7.61.61
Necessary expenditures, July 1 to December 31 of present year, to be made from appropriation unexpended.				
3. Additional appropriation necessary to be made July 1 to December 31 of present year				
Outstanding temporary loans a. To be paid not included in lines 2 or 3				
b. Not repaid by December 31 of present year				
5. TOTAL FUNDS required (add line 1, 2, 3, 4a and 4b)				
FUNDS ON HAND TO BE RECEIVED FROM SOURCES OTHER THAN PROPOSED TAX LEVY:				
6. Actual cash balance, June 30 of present year (including cash investments)				
7. Taxes to be collected, present year (December Settlement)				
8. Miscellaneous revenue to be received July 1 of present year to December 31 of incoming year (Schedule on File)				
a. Total Column A Budget Form 2				
b. Total Column B Budget Form 2				
9. TOTAL FUNDS (add line 6, 7, 8a and 8b)				
10. Net amount to be raised for expenses to December 31 of incoming year (deduct line 9 from line 5)				
Operating balance (not in excess of expense January 1 to June 30, less miscellaneous revenue for the same period.				
12. Amount to be raised by tax levy (add lines 10 and 11)				
13. Property Tax Replacement Credit from Local Option Tax				
14. NET AMOUNT TO BE RAISED BY TAX LEVY (deduct line 13 from line 12)				
15. Levy Excess Fund applied to current budget	xxxxxxxxxxxxxxxx	XXXXXXXXXXXXXXXXX	xxxxxxxxxxxxxxx	
16. Net amount to be raised				
17. Not Tay Rate on each one hundred dollars of tayable property				